Yellow Medicine County

Emergency Board Meeting Minutes

July 21, 2016

Chairman John Berends called this Emergency Board meeting to order at 3:25 p.m. with Commissioners Ron Antony and Gary Johnson present. Also present was County Administrator Peg Heglund.

The purpose of this Emergency meeting was to take action in response to the summer storm that occurred on July 16, 2016 in Yellow Medicine County.

A 3-day declaration of emergency was signed by Commissioner Johnson on July 17, 2016. This meeting was to determine if it was necessary to extend the timeline of that declaration for another 30 days. At the recommendation of Emergency Management Director Tim Yerigan, the following Resolution was reviewed:

Yellow Medicine County

Resolution Declaring State of Emergency

WHEREAS the storm impacted the population on Yellow Medicine County and the cities of the county; and

WHEREAS the wind event has caused a significant amount of public property damage; and

WHEREAS Yellow Medicine County Department of Emergency Management requests the Yellow Medicine County Board of Commissioners to declare Yellow Medicine County in a STATE OF EMERGENCY for the July 16th event of 2016;

NOW, THEREFORE, BE IT RESOLVED, that the Yellow Medicine County Board of Commissioners declares Yellow Medicine County in a State of Emergency for conditions resulting from the wind event of 7/16/16. Due to the extensive damage and work still being completed the Yellow Medicine County Board is requesting an extension of 30 days from the initial resolution signed on 7/18/16.

Approve Resolution 07-21-16-01 Motion by Commissioner Ron Antony and seconded by Commissioner Gary Johnson to approve the Resolution to extend the disaster timeline 30 days from July 17, 2016. Motion carried with all voting in favor.

Adjourn 07-21-16-02 Motion by Commissioner Gary Johnson and seconded by Commissioner Ron Antony to adjourn at 3:30 p.m.. Motion carried with all voting in favor.

Witness:

Attest:

John Berends, Chair

Administrator

Peggy Heglund, County